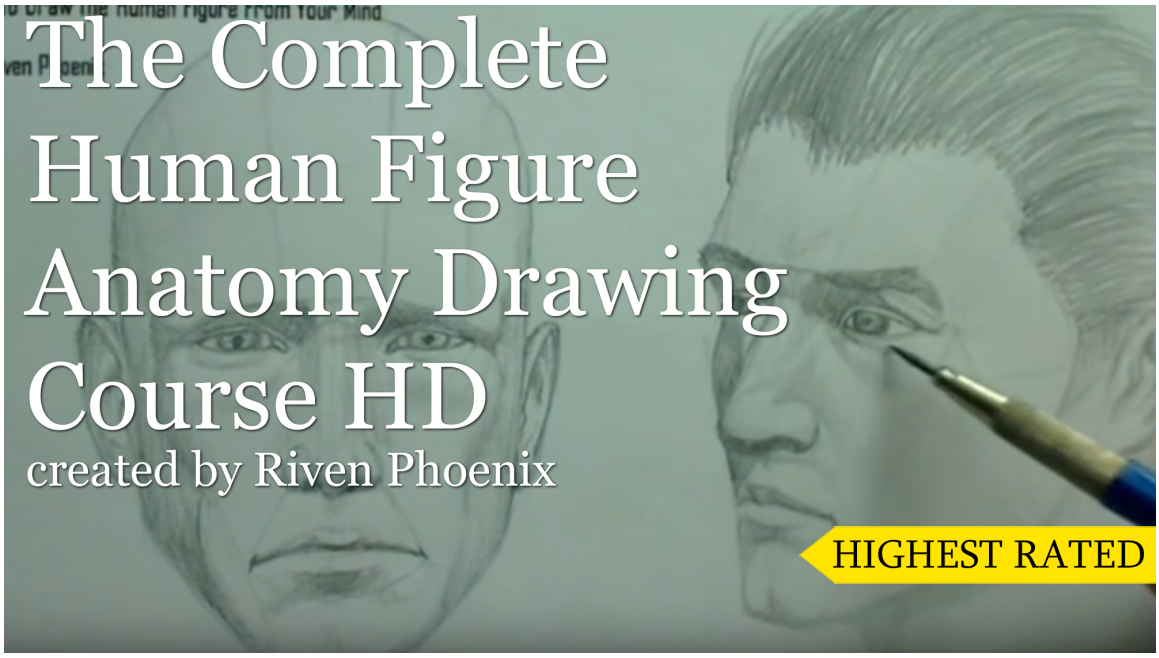

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 010 - The Formulas for the Side View of the Human Head - Phase 2

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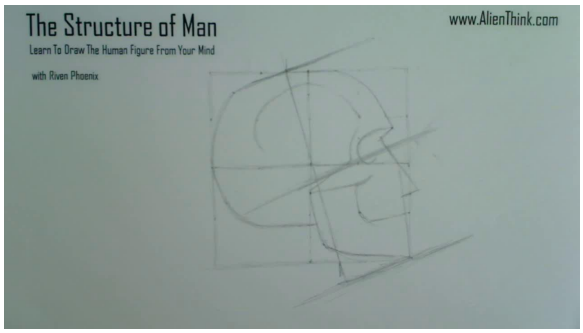
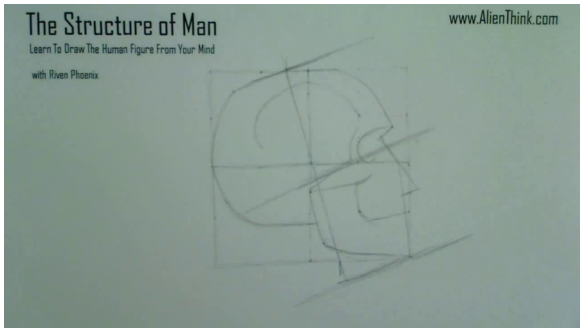
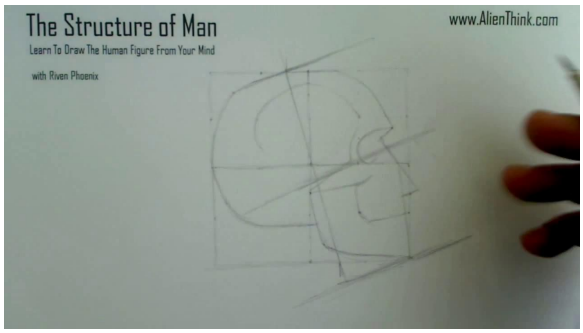
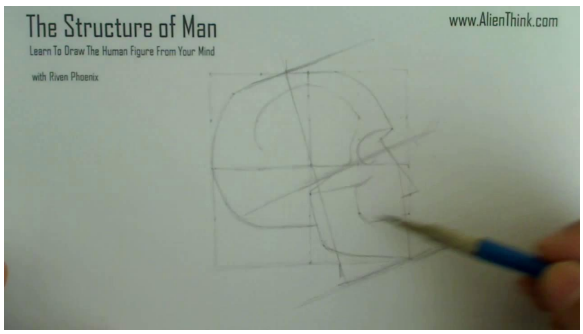
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man, learn to draw the
2		human figure from your mind training course.
3		Okay, so in the previous lesson we went through the formulas again and we understood the inner
4		workings of the skull and we also discovered that the skull really sits on this axis that

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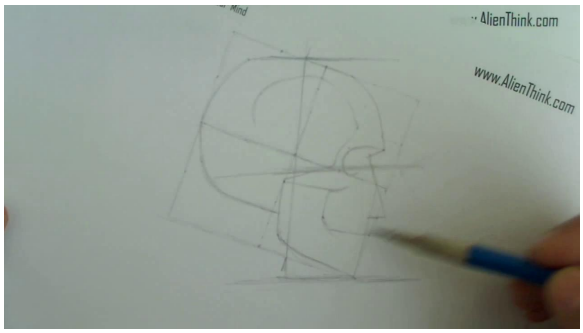
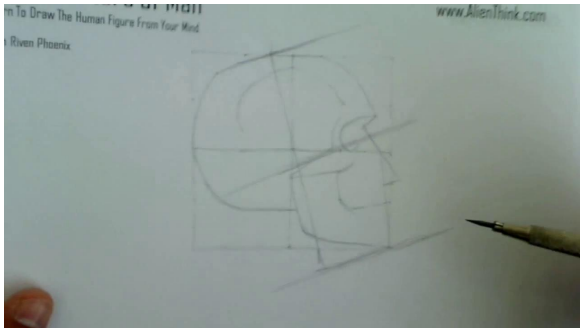
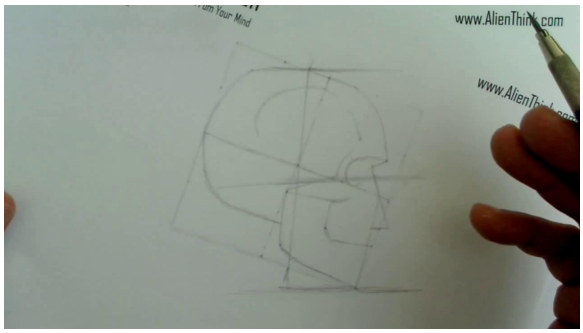
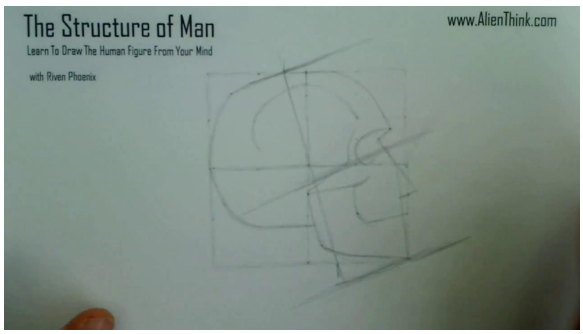
5		allows it to give the correct proportions and as to how everything is divided.
6		So the formula we learned is really the design of the skull and this angle but it really
7		sits on this angle.
8		And there's a reason for doing it this way as we move through the course, you'll see

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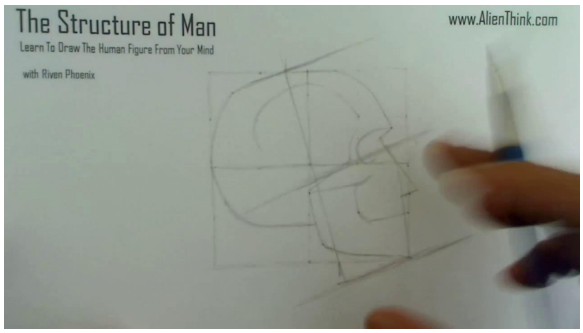
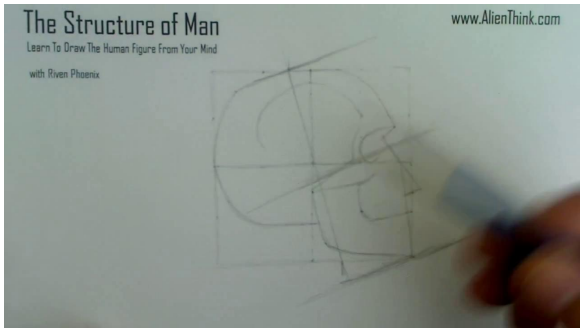
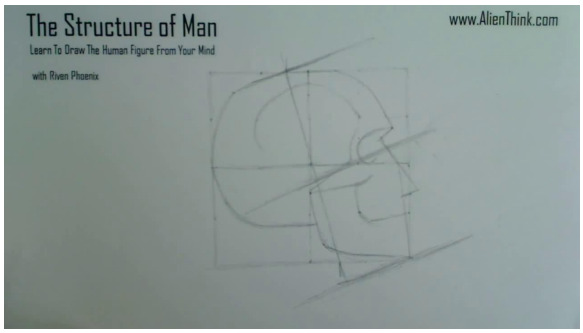
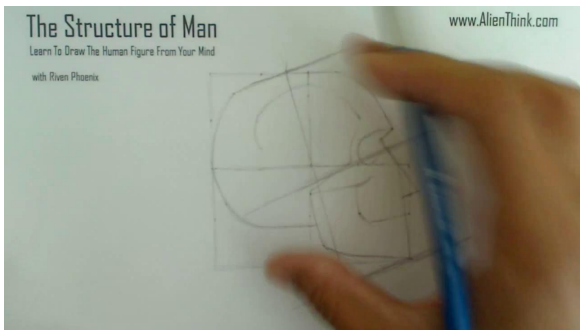
9		the beauty of this, as to how it allows us to really imprint in the mind the way the
10		got the mind to understand the figures so it could imprint it, right?
11		It's like these peg systems in memory management in understanding how to remember and understand
12		the form of the invention of the figure that we're creating from scratch.

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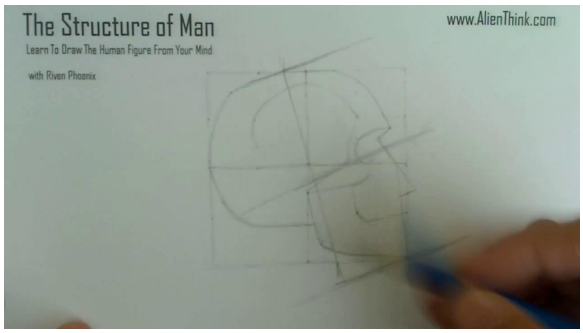
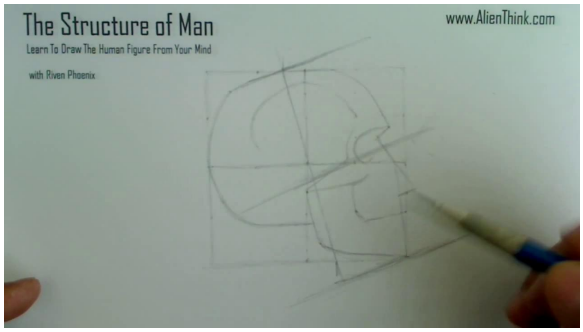
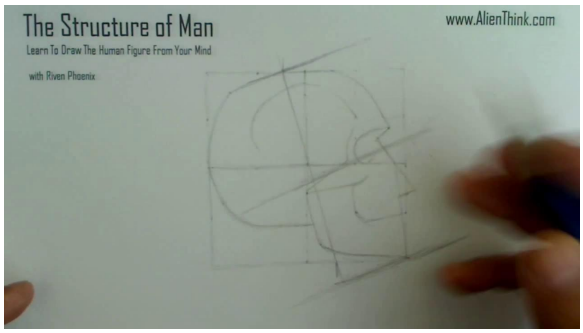
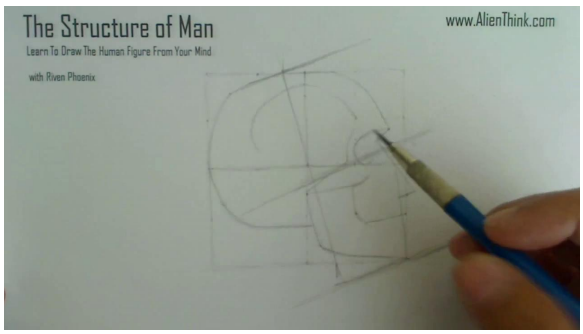
13		So in this lesson what we want to do is we want to now begin to simplify the formulas,
14		right?
15		And what I'm getting at here is that we need to now slowly help the mind understand
16		that it has this information.

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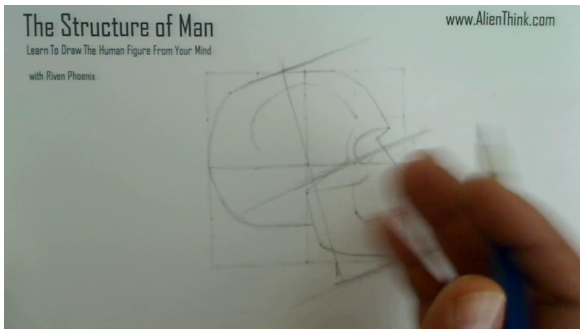
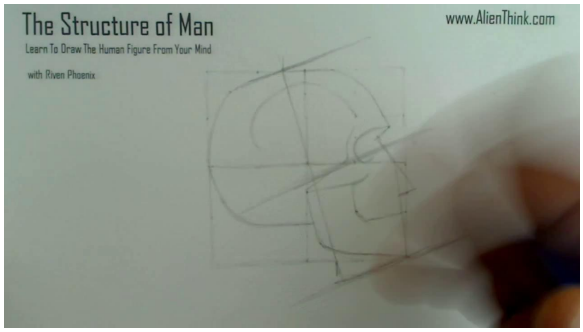
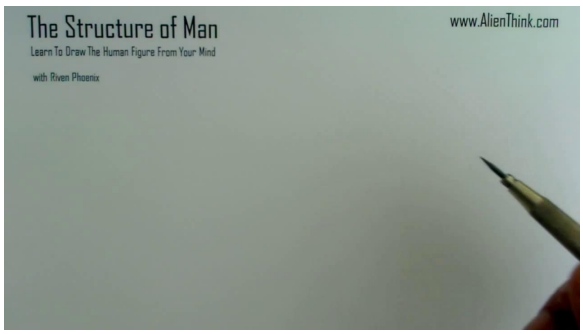
17		Now it really doesn't need to use some of these things that we're putting down, slowly
18		just get away from it so we can just draw the skull out on the fly.
19		Okay.
20		So to do that, what we're going to do is really just draw out a two dots over here and

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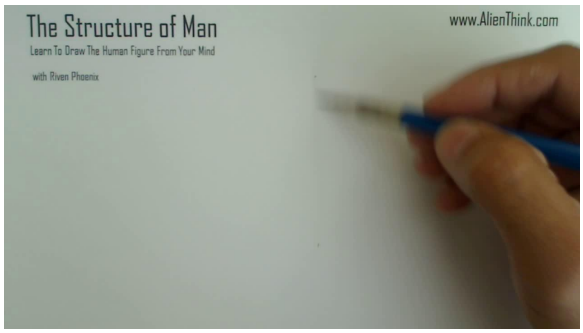
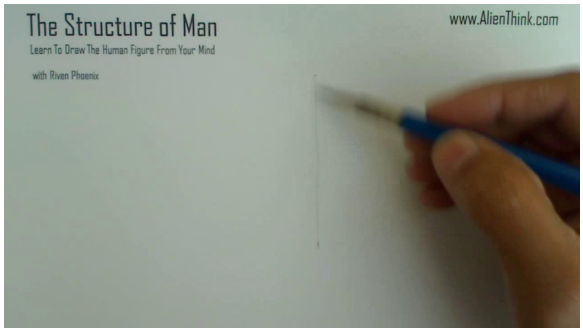
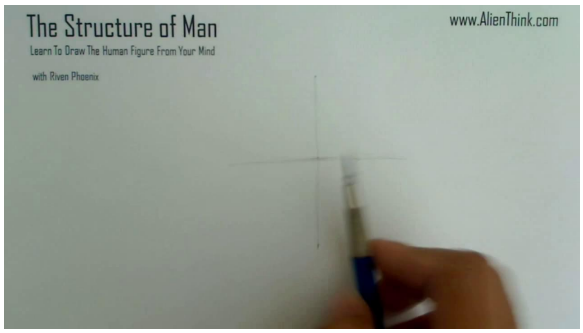
21		really just draw out for now an x over here, I'm sorry, a plus sign, right?
22		So just sketch out like a plus sign here, just like this, just be sketchy about it, right?
23		And just measure with your pencil how it should, how the length really should be from
24		here to here and here I'm just going to elongate it just a little bit, right?

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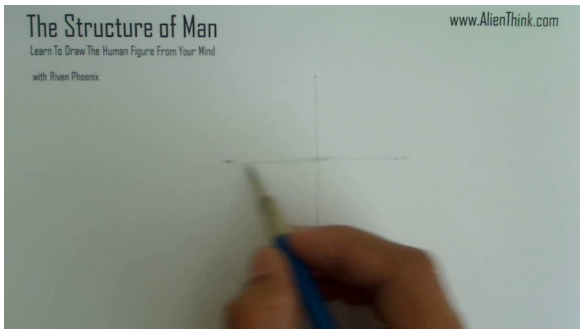
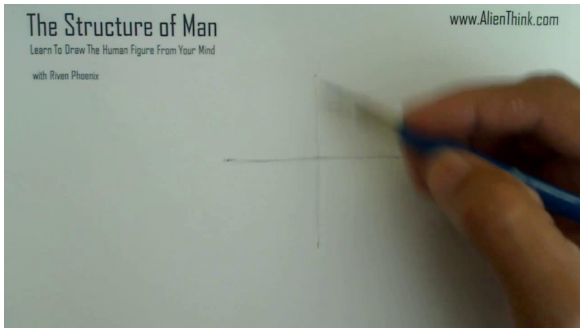
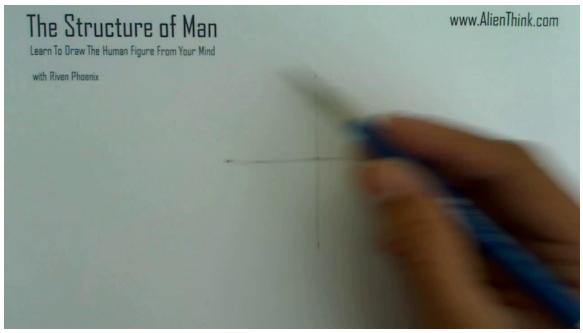
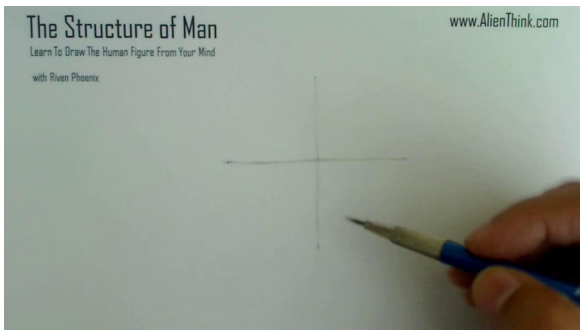
25		So and that's about it, right?
26		It's just a very sketchy style of this.
27		So we really don't even have to draw the box anymore, right?
28		It's going to be very simple because we can just eyeball everything.

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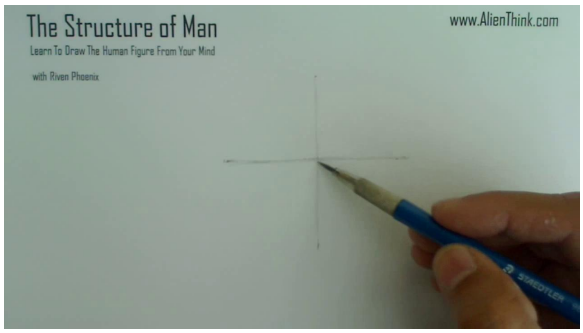
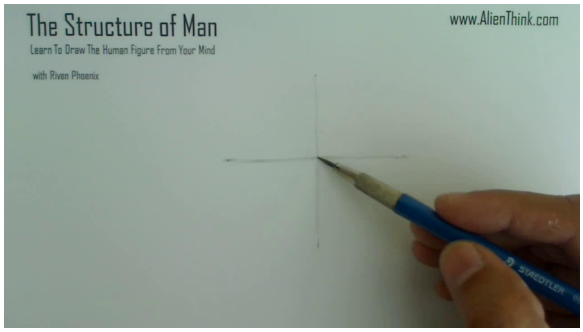
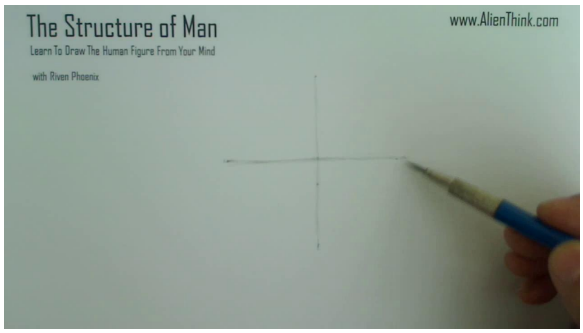
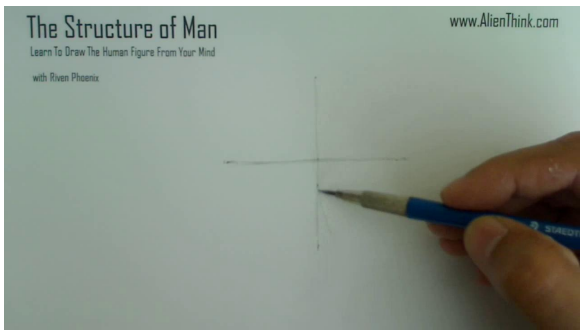
29		So to start out, we know that obviously from in the sentence of the formula is that if
30		we start out from the center here, divide, divide up, we get the jaw line from here, from
31		here, we divide in half, divide in half, divide in half, we get the angle for the jaw, then
32		we know that we're going to come over here really in this area over here, just like this,

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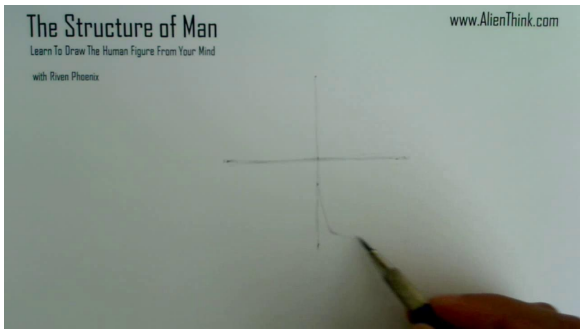
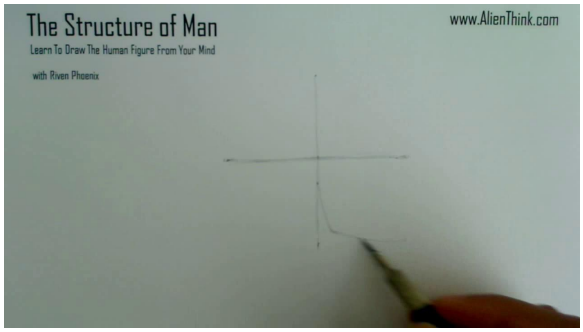
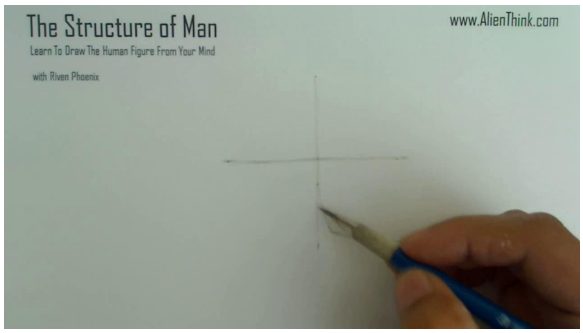
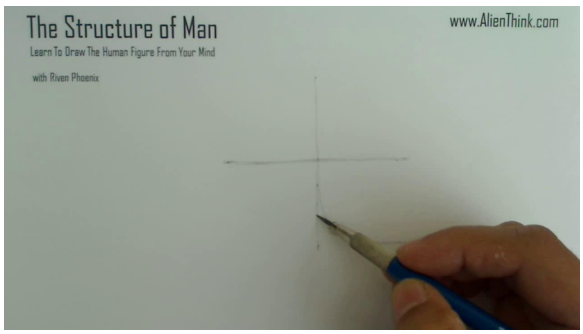
33		right?
34		So here you'll see how your understanding of the formulas is really just imprinting now.
35		And then the back of the skull was from here, once we know the center, we divide and then
36		come back up and we get the line for the back, this basically just coming near the center.

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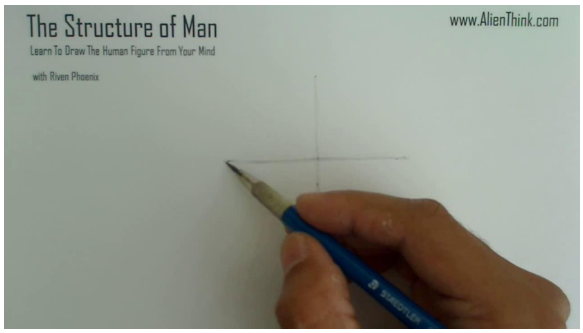
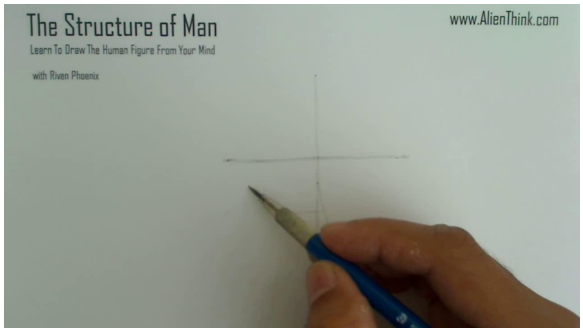
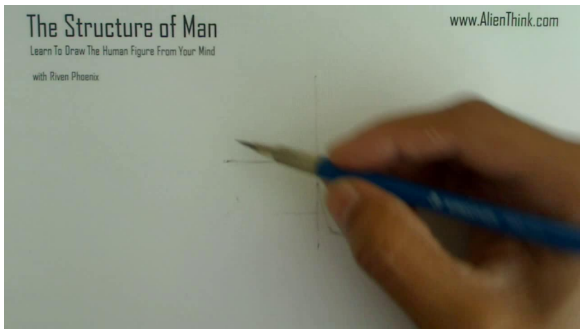
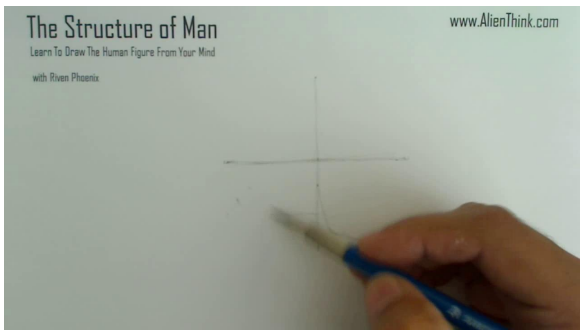
37		And then from here, we know that we need to divide this in half and divide this in half,
38		really just fine, then from here, divide and divide, we just need to know this line over
39		here, right?
40		So you could have just eyeballed this, looked at it from here, just a box, find the center

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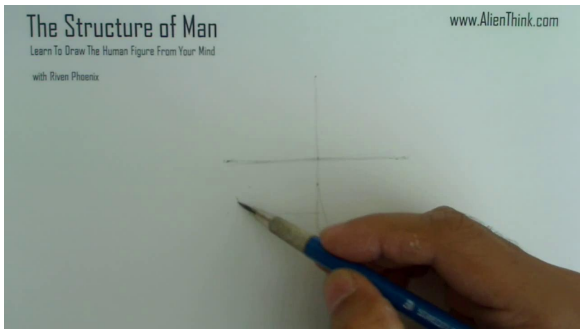
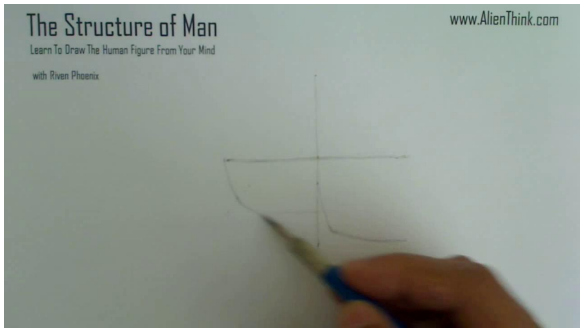
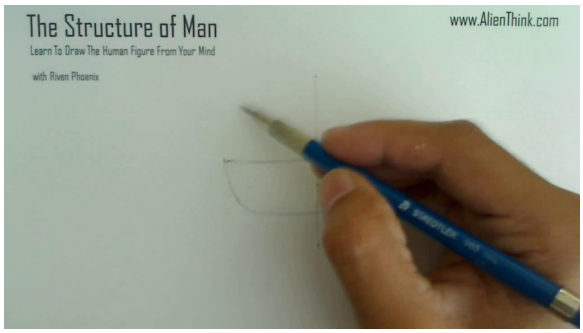
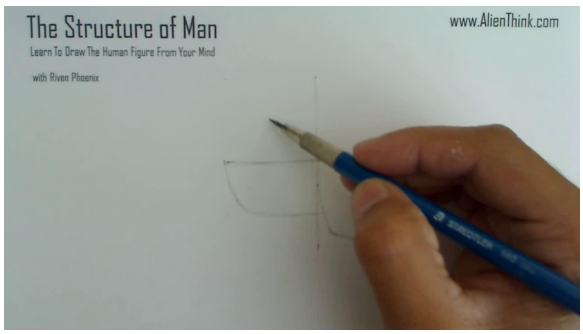
41		and come here and basically just start to curve and go in this direction like this.
42		Right, so here I'm just going to make this a little darker.
43		From the top, it's very easy, as long as we know the pinpoint area over here, right,
44		we just need to find the center of this whole box, come over here and we know that this

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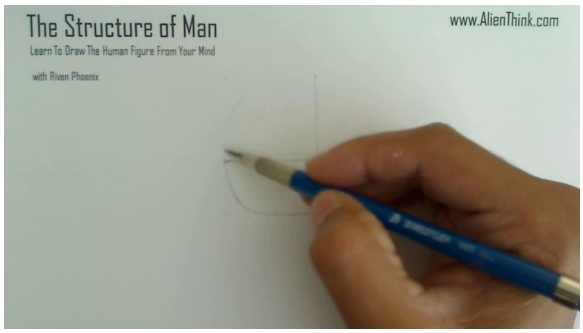
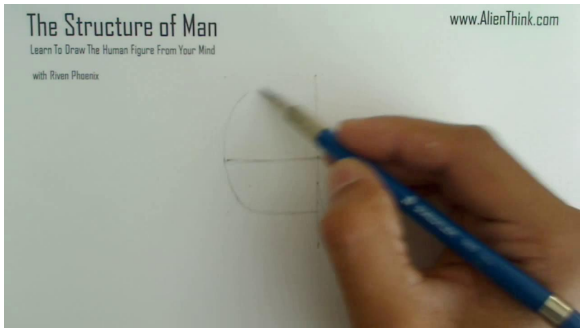
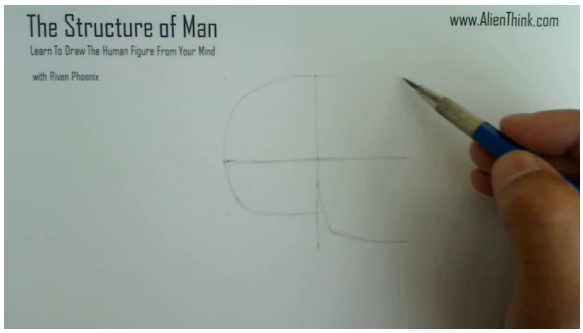
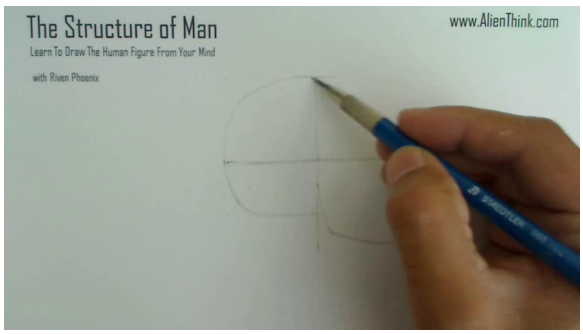
45		is just going to curve like this and over here, we find the center, go over here, we know
46		that it's going to come on the top, it's going to flat line over here, it's the same thing
47		from here to here, divide, divide, we know it's just going to stop over here, just like
48		this small flat area over here, then it's going to start to curve.

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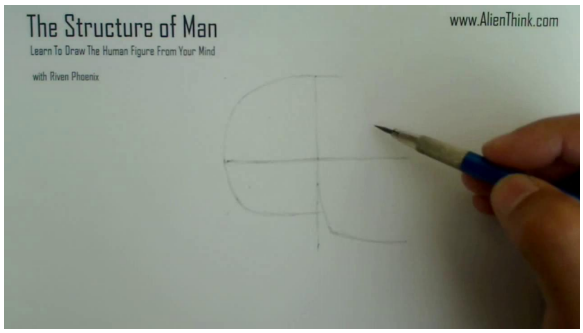
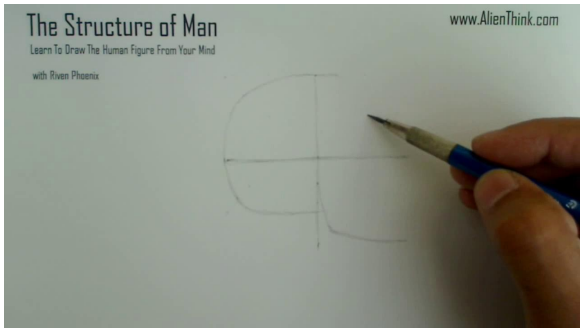
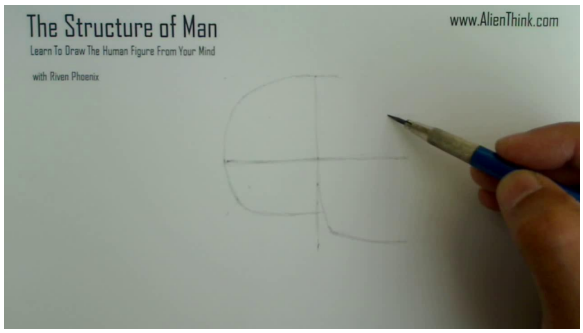
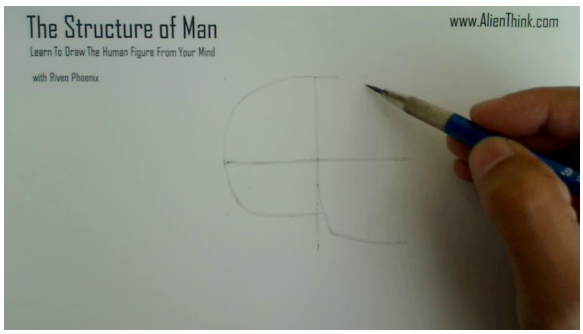
49		Now, from here, we know that we have to know this area over here, so it's really just
50		finding the center of this box over here, just pinpoint it, look at it, just divide
51		in half and you've got the line coming here and we already know that when we divide in
52		half, we have to go up right over here, so if we divide this in half, go up, we know

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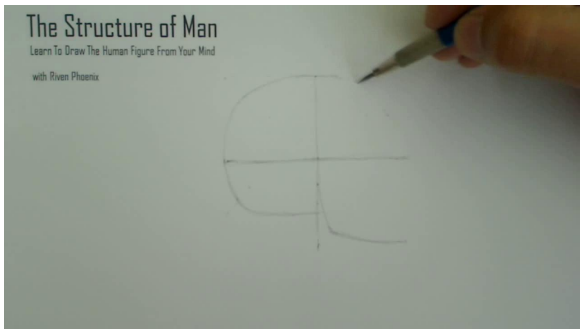
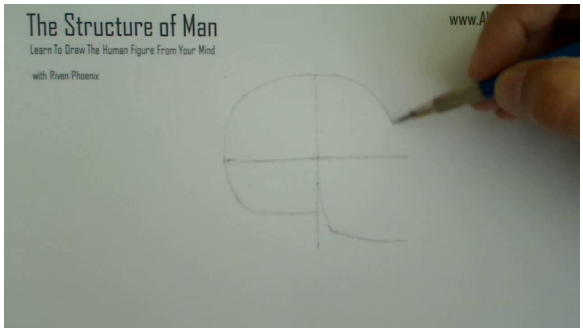
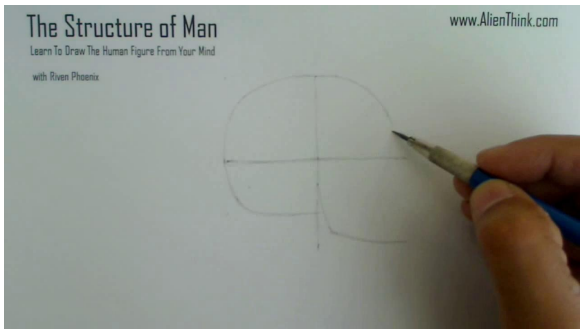
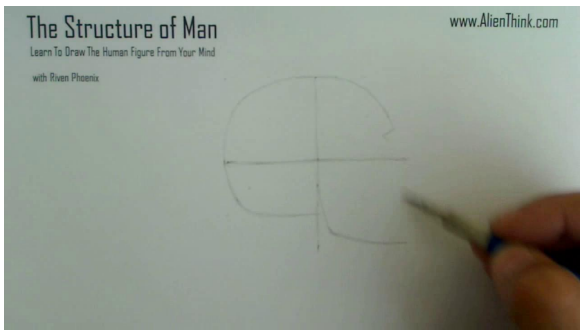
53		that it's going to just curve like this to give us that nice angle and it's going to
54		go in this direction over here, right, so this box over here, we know that it's really
55		just going to be this angle coming here and where this is, it's going to start to turn
56		and then over here, the mechanism for this is from here to here, we know the half of

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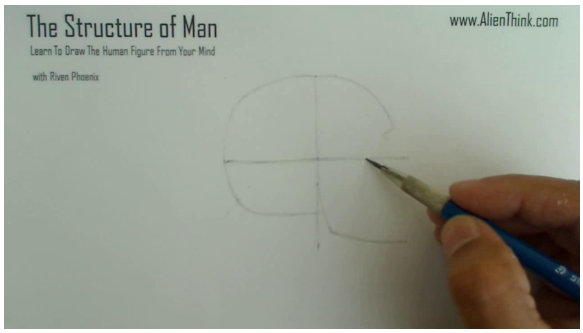
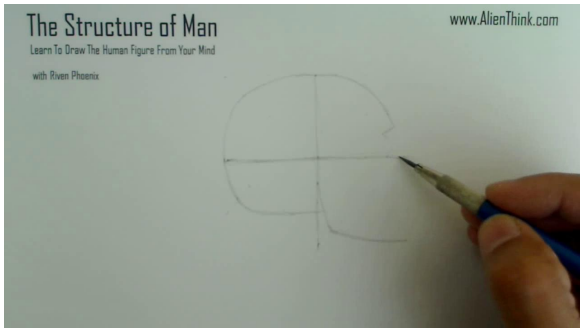
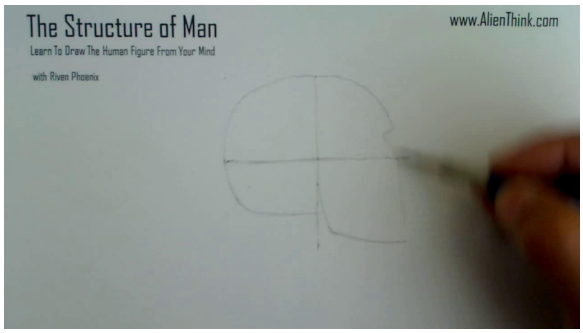
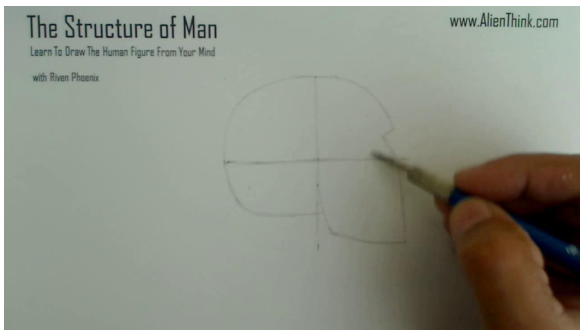
57		this, we know the half of this, right, from here to here, we divide in half, divide
58		in half over here and divide and then basically that's it and then this gives us the angle
59		to go in this direction and basically we've got the skull down and for the eye socket it
60		was very simple, as long as we know this center point of this whole box over here, just

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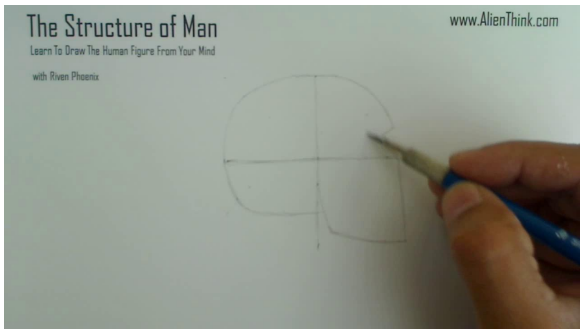
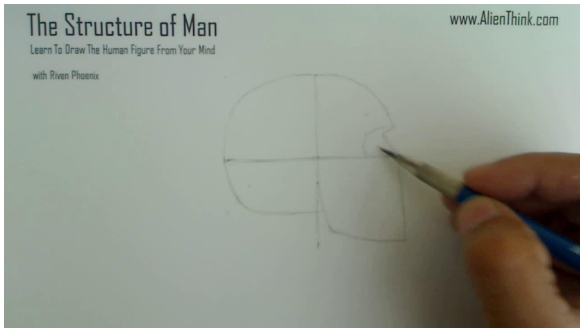
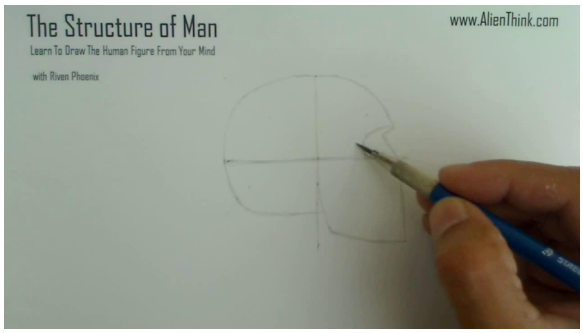
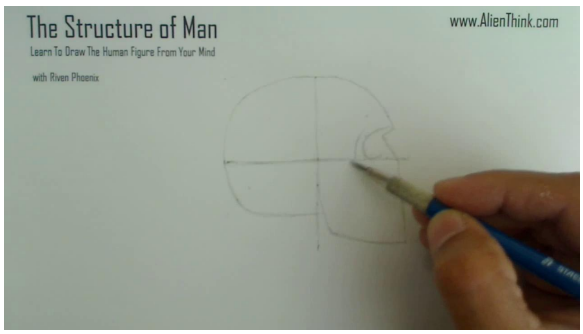
61		about when we divide this in half, we just know that we just need to make a circular
62		motion over here to make the eye socket, very easy, from here we know that there's going
63		to be a bone structure like this over here going in this direction just like this and
64		then from here we just need to really just connect the dot over here, so from here to

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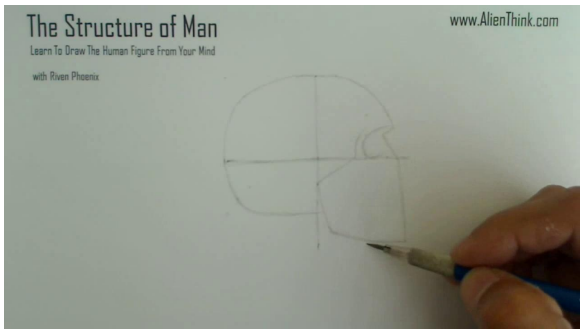
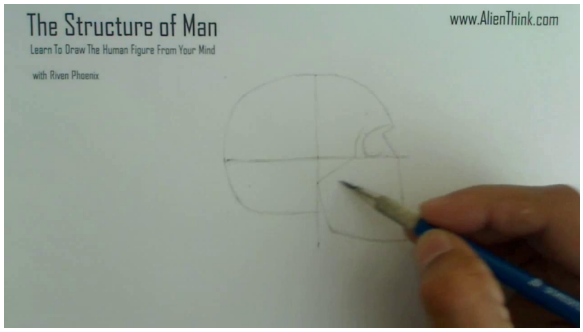
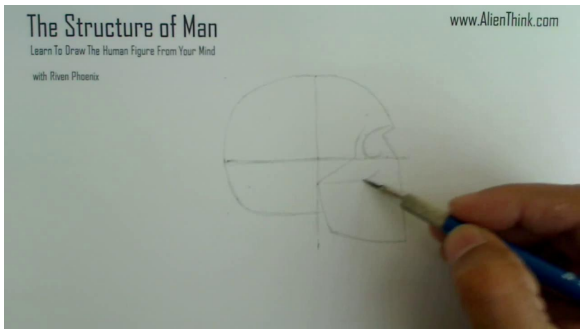
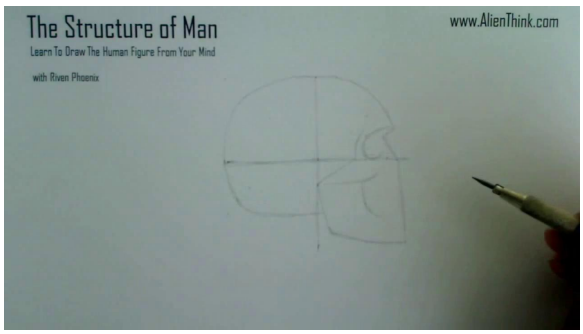
65		here, right, release just the center of this, center of this box now, going up, we know
66		that the jaw, sorry, the bottom of the cheek is going to be here, it's just going to
67		curve up and then where this dot is really just the center that gives us the jaw line
68		over here, right, and then over here we know, but obviously that when we divide this

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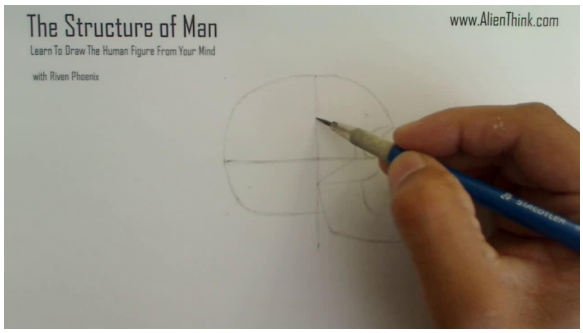
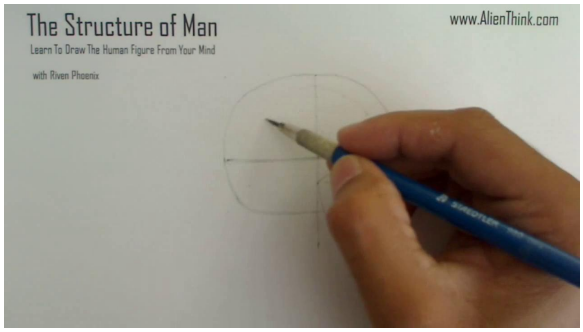
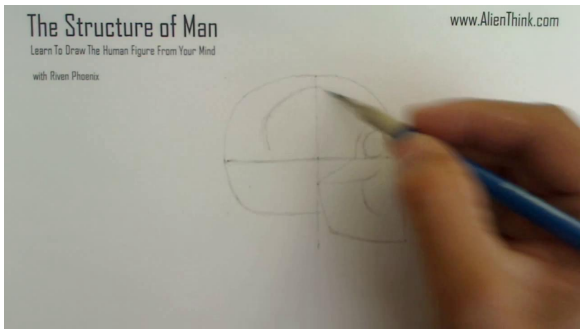
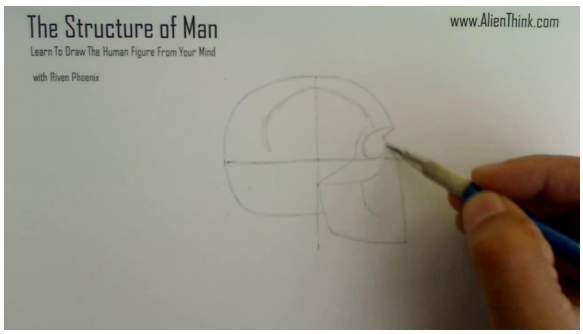
69		in half and then go up over here and up one more, we're basically going to get that line,
70		it's going to come to the center of this just like this curvature, but so here you can
71		see that we're getting into that more artistic way of drawing out the skull, right, and that's
72		it, right, so depending on how you want to do this, right, you can create all different

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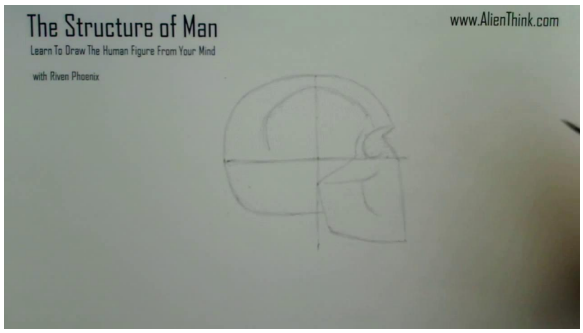
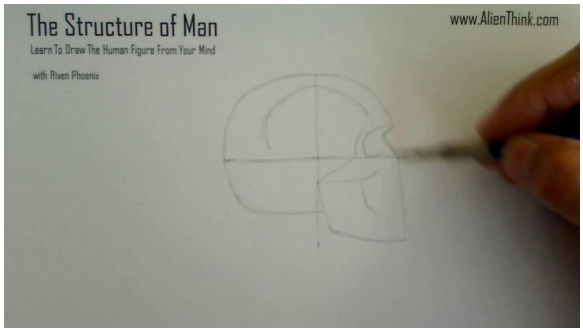
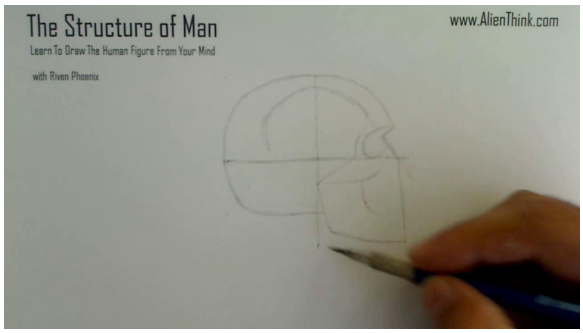
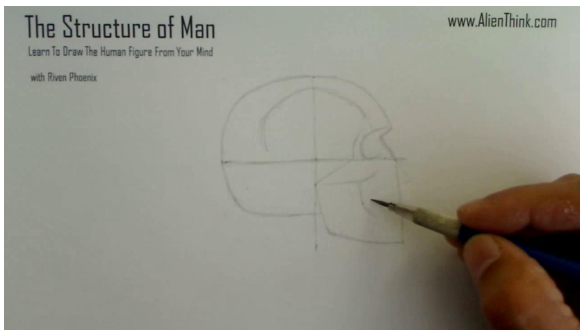
73		variations of this skull, and the other thing was for the nose, we know that you can just
74		pull a line over here, right, this is the center of this and we know that from here where
75		this thing is, from here to here, when we know the center, when we go up, it's really
76		just going to be coming from here to here at this angle, it's going to give us the idea

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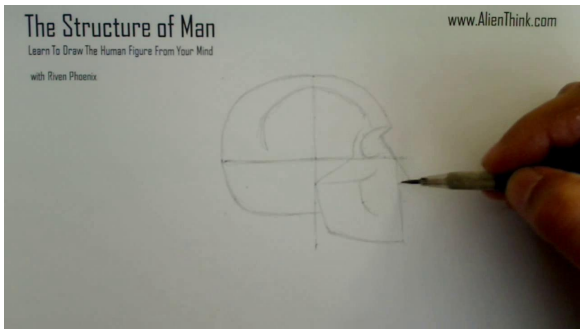
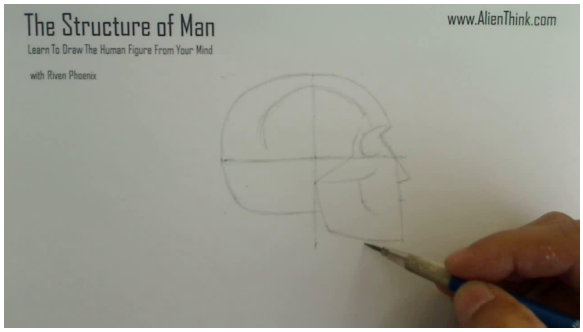
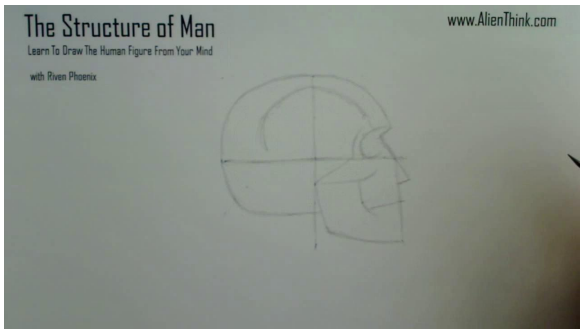
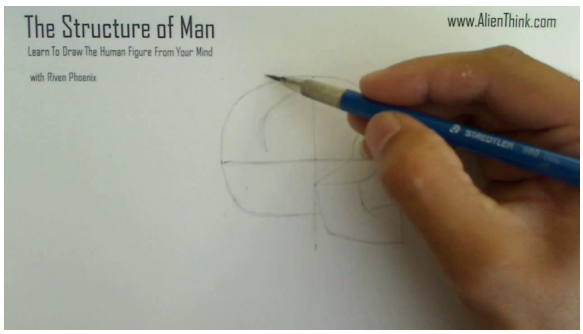
77		for where the nose is over here and this is where the mouth is supposed to be, so really
78		you can just look at this, divide this in half, go up and you know that that is the line
79		for the skull, right, look how easy that was, right, and for the axis we know where this
80		center is over here, if we divide this and have we get the axis over here, from here,

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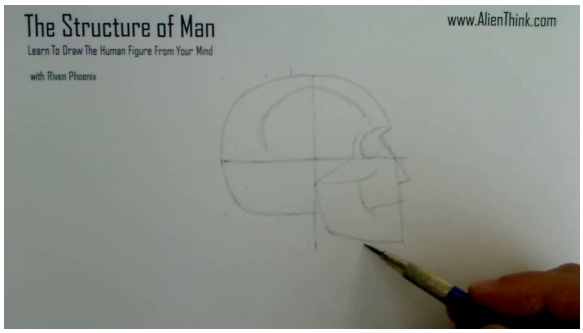
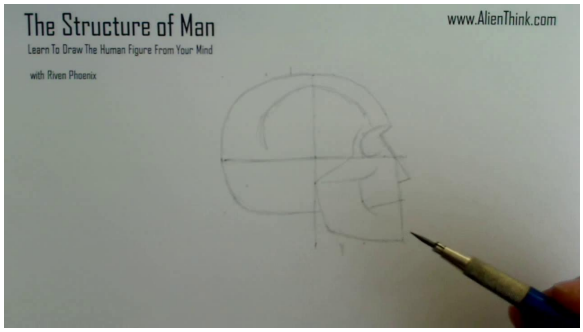
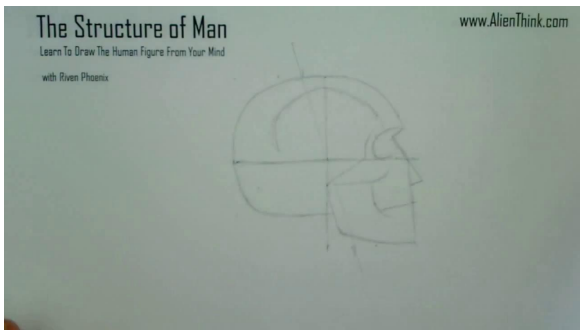
81		I divide this in half over here, divide again, I get the axis over here, right, so here
82		I'm just going to take a piece of paper again, make sure this axis is lined up correctly,
83		and this is the axis where the skull will sit on just like this, right, so the cool thing
84		about this is that you can see just this with this information that you can start to even

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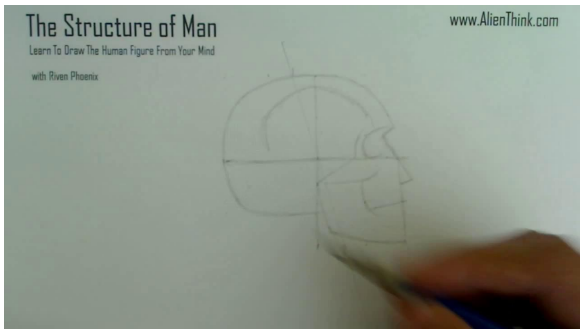
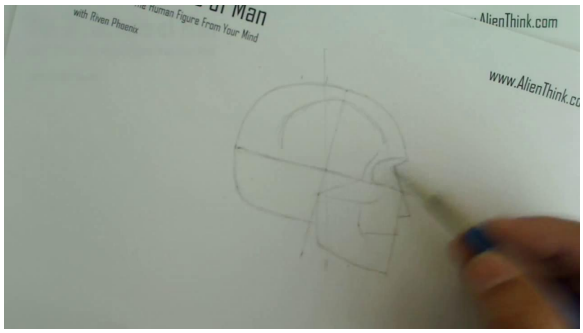
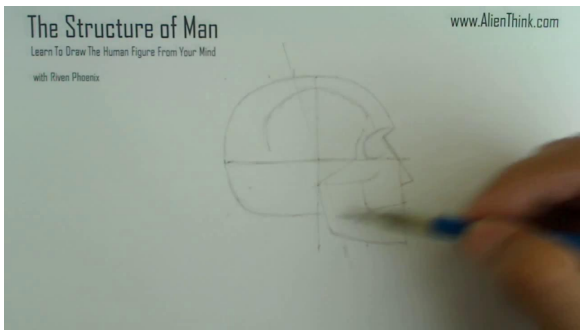
85		create some kind of a character design if you want it to from this, right, just make it
86		on this angle over here and just start fiddling with it and creating some kind of a character
87		design, so the other thing that I want to show you here is really understanding where the
88		ear is supposed to be placed, right, so what we're doing is we're basically in micro bursts,

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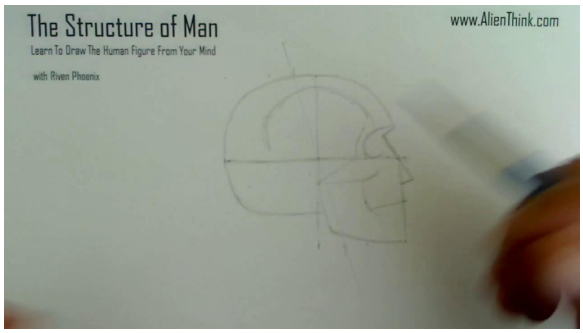
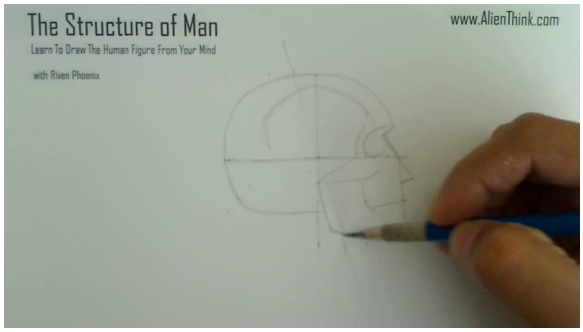
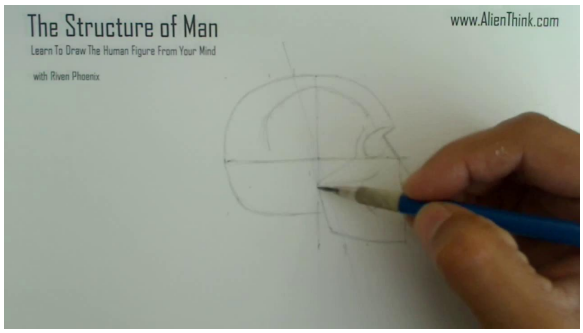
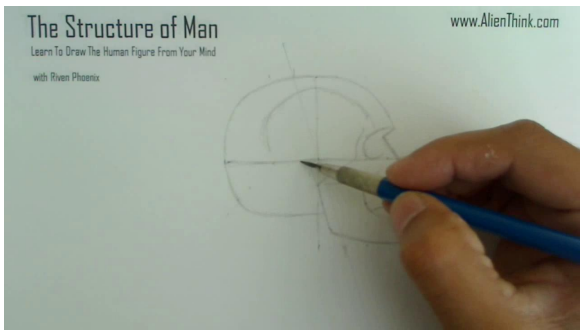
89		giving information to the mind, so it slowly just adjusts its thinking, right, so the way
90		the ear is going to be put on here, it's very simple, is that where this jaw line is,
91		basically you just pull the line over here, right, where this center is over here, and if you
92		divide this in half and go here, basically you're going to just make a curve like this, you're

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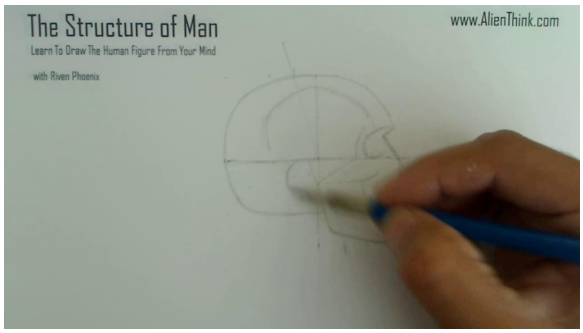
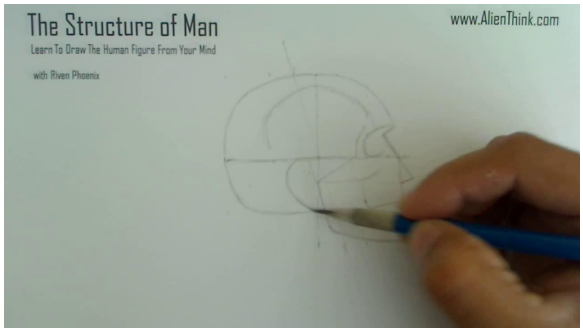
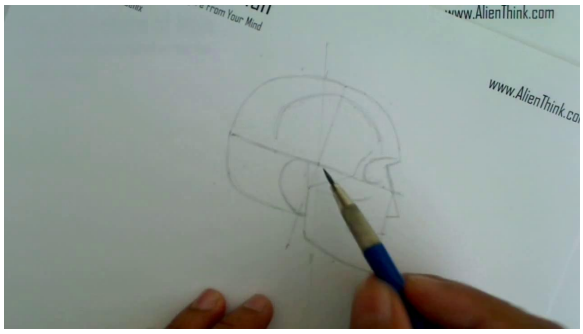
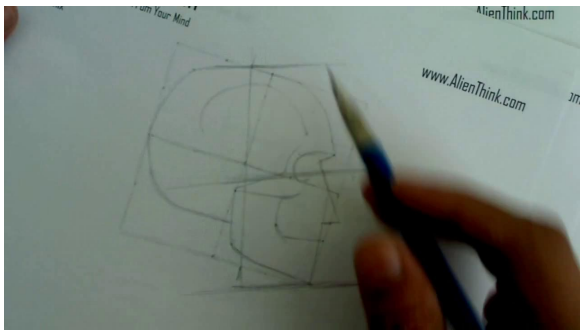
93		going to come all the way down and over here, it's just going to meet the landing for how the
94		ear is supposed to be, right, so now if you look at this from here when it's facing this or you can
95		see how the ear also, see this angle as I showed you before, over here, to understanding how
96		portrait drawing is done is really just understanding that it's just split in half like this,

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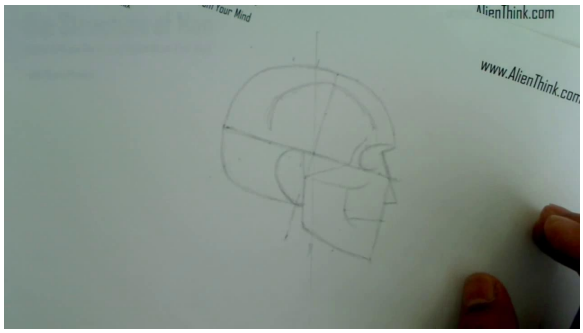
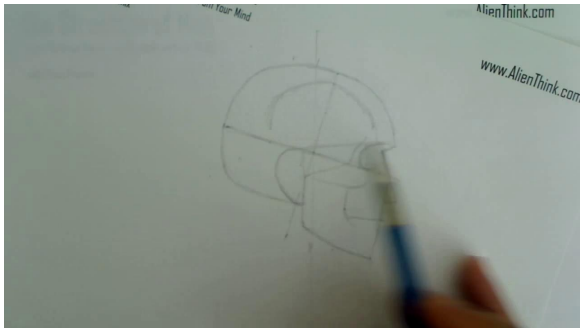
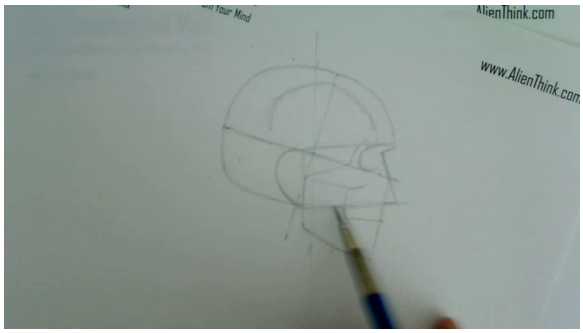
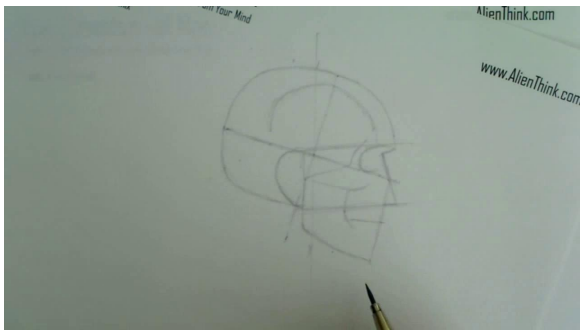
97		you can now see that if we look at this, that this here is, the top of the ear is always on the
98		top of the brow and the bottom of the ear is where the nose is, right, and this is something
99		that's very fundamental to understand as to how the ear is supposed to be, okay, so I will see
100		you in the next lesson, thanks.

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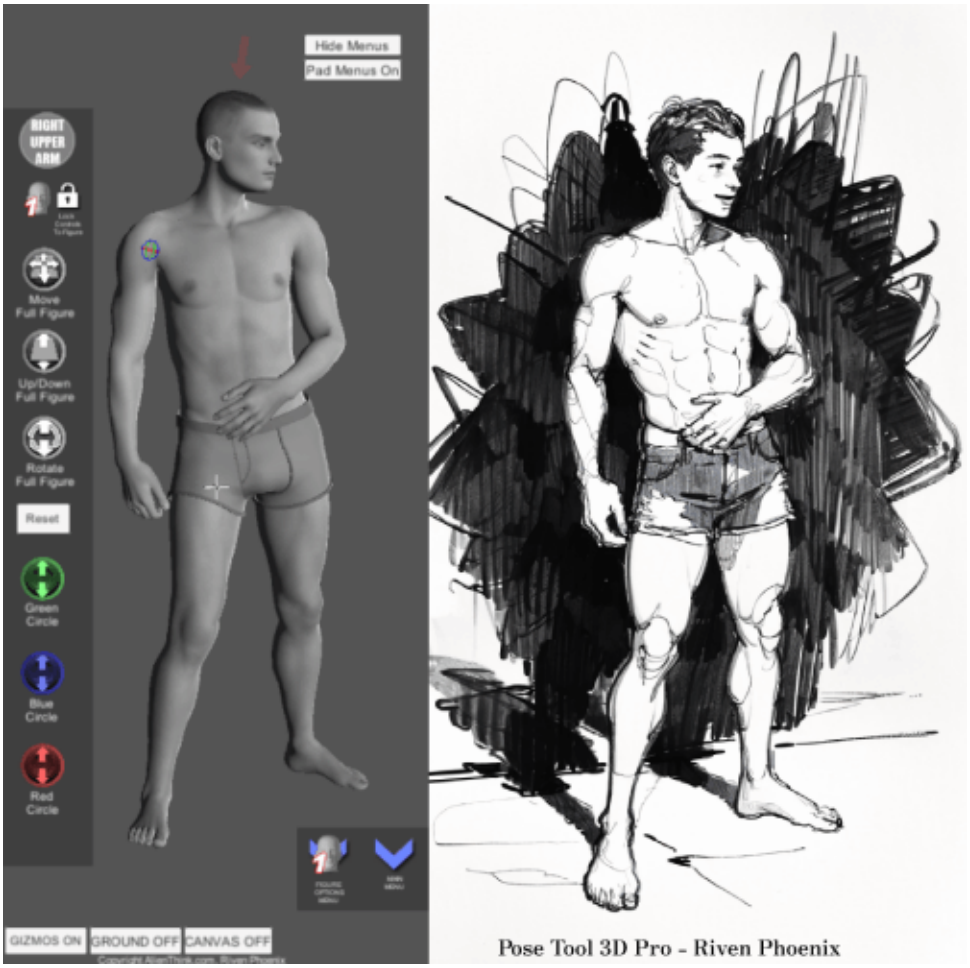

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